

2020
WORLD TEAM TENNIS
OFFICIAL RULES GUIDE





2020 WORLD TEAMTENNIS OFFICIAL RULES GUIDE

The World TeamTennis Official Rules Guide is published by World TeamTennis, LLC

All contents in this guide are copyrighted 2020 by World TeamTennis, LLC. Reproduction of any portion of the **World TeamTennis Official Rules Guide** is not permitted without prior written consent of World TeamTennis.

Media Contact:

Jeff Pomeroy - (678) 471-6590 - jpomeroy@jdppr.com

Steve Pratt - (310) 408-4555, stevep@bzapr.com

FOR INQUIRIES REGARDING THE RULES GUIDE CONTACT:

Bryan Hicks – bhicks@wtt.com – (203) 589-5482

Except where otherwise stated in this Rules Guide all rules apply to both genders.

REVISED – June 9, 2020

TABLE OF CONTENTS

SECTION 1 DEFINITIONS	4
SECTION 2 LEAGUE ADMINISTRATION	7
SECTION 3 PLAYERS	15
SECTION 4 FREE AGENCY	23
SECTION 5 MATCH OPERATIONS.....	28
SECTION 6 PLAYING RULES	43
SECTION 7 APPEALS, FINES AND CONDUCT	60
SECTION 8 TERMS OF PARTICIPATION	72
INDEX	80

SECTION 1 DEFINITIONS



- 101 **WORLD TEAMTENNIS, LLC (WTT)** is the owner and administrator of the World TeamTennis League. WTT has the right to revise these rules periodically at its sole discretion.
- 102 **RULES** - WTT distributes the Rule Guide to franchise owners, players, and officials prior to the beginning of the season. The World TeamTennis Official Rules Guide governs the operations of WTT matches and various matters regarding the relationship between WTT, the players, and franchise owners in conjunction with the Confidential Operations Manual.
- 103 **FRANCHISE OWNERS** are those individuals who have signed Franchise Agreements with WTT whereby they are granted the right to establish own and operate an individual WTT Franchised Team in a certain area approved by WTT.
- 104 **FRANCHISE AGREEMENT** refers to the agreement signed by WTT and the individual franchise owners, under which the franchise owner is given the right to stage matches.
- 105 **PLAYERS** are individuals calling themselves amateurs or professionals who sign and agree to play WTT according to the terms and conditions as stated in the Player Agreement. All Players (Franchise, Limited Season, Roster, Substitute) are Independent Contractors of World TeamTennis and not employees.
- 106 **PLAYER INDEPENDENT CONTRACTOR AGREEMENT** refers to the agreement between player and/or player agent and WTT under which a player is engaged to play in the League season.
- 107 **FREE AGENCY** is the system by which players who have signed Player Agreements are acquired by the teams according to the Free Agency Rules (Section 4).
- 108 **OFFICIAL BALL** shall be selected by the League Office.

- 109 **COACHES** each team must select their own coach. Teams will not be permitted to have player/coaches. See also Rules 208, 312, 506, 630, 704, 705, 710, & 805.
- 110 **SCHEDULE** will be made by WTT and distributed to the franchise owners each year. The Schedule will include the date, time, and location of each match which must take place within the season.
- 111 **REGULAR SEASON** consists of dates set by the League whereby all regular season matches will take place.
- 112 **SEASON QUALIFICATION:** For all players other than franchise, a season is defined as either (a) playing in three (3) matches for one team, or (b) playing a total of four (4) matches in one season regardless of the number of teams.
- 113 **WORLD TEAMTENNIS FINALS** is the season-ending event in which the top two (2) teams will compete for the King Trophy, named after WTT co-founder Billie Jean King. The World TeamTennis Finals will be played on August 2, 2020.
- 114 **MATCH** is each individual contest between two World TeamTennis teams which shall consist of five (5) sets (men's and women's singles, men's and women's doubles and mixed doubles) played according to these Rules (Section 5 - Match Administration and Section 6 - Playing Rules).
- 115 **OFFICIAL PLAYING SURFACE** - The League Office mandates that the home team provide a hard court which shall be painted as described by the League.

SECTION 2 LEAGUE ADMINISTRATION



201 **WORLD TEAMTENNIS MATCHES** will be operated under control of these Rules, the Franchise Agreement, the Confidential Operations Manual, and the individual Player Independent Contractor Agreements.

202 **INTERPRETATION OF THE RULES**

- A In respect to the rules, final word or interpretation regarding the franchise owner and the League will be taken directly from the Franchise Agreement.
- B In regard to a player and the League, final word or interpretation will come directly from his/her Player Independent Contractor Agreement.
- C The CEO/Commissioner or their designate has final authority on any situation which is not specifically covered in the Franchise Agreement, Player Independent Contractor Agreement, or this rules guide.

203 **OFFICERS**

- A **WORLD TEAMTENNIS, LLC** shall appoint the Officers of the League. The duties and responsibilities for running the League rest with the CEO/Commissioner of WTT.
- B **CEO/COMMISSIONER** will be responsible for the staging of the matches, implementation of these Rules, and rendering judgments necessary to protect the integrity of the League and the competition on the playing court. The CEO/Commissioner is responsible for the day-to-day operations of the League.
- C **LEGAL COUNSEL** is appointed by the CEO/Commissioner and provides legal direction to the League.
- D **DIRECTOR OF OFFICIATING** is responsible for the selection, training and scheduling of all officials and reports to the CEO/Commissioner.

204 **WTT FINALS**

- A All Roster Players, Limited Season Players, and Franchise Players must participate on his/her team for three (3) matches during the regular season to qualify for participation in the WTT Finals.
- B If a player substitutes for a team for the first time during the WTT Finals, that player may play only two sets in the match.

205 **LEAGUE STANDINGS** will be determined on the basis of the final season win-loss record of completed matches the individual teams compile with the percentage of wins versus matches played being the primary determinant.

206 **LEAGUE STANDINGS TIEBREAKERS**

A **TWO TEAMS TIED**

If there is a tie in the final standings between two (2) teams on the basis of the foregoing, the following tiebreaking procedures will apply:

1. Head to Head Record
2. Most Games won in Head-to-Head Meetings.
3. Least Games lost in Head-to-Head Meetings.
4. Most Games won in matches with common opponents.
5. Least Games lost in matches with common opponents.
6. Overall Games Won
7. Overall Games Lost
8. Coin Toss

B MORE THAN TWO TEAMS TIED

If there is a tie in the final standings between three or more teams AND none of the tying teams has won all matches against all tying opponents the following tiebreaking procedures will apply:

1. Most Games won in matches with common opponents.
2. Least Games lost in matches with common opponents.
3. Game Differential in matches with common opponents.
4. Overall Games Won
5. Overall Games Lost
6. Coin Toss

Note: Only applies for tiebreakers 4 & 5 when two teams are tied and tiebreakers 1-3 for ties between three or more teams. If there is a difference in the number of matches with common opponents, the team with an additional match(es) will have the difference in the number of matches eliminated by the following procedure:

1. The team's matches with common opponents games won will be sorted in ascending order.
2. The number of games won in matches with common opponents will be averaged.
3. Starting with the closest score below the average and descending, scores will be eliminated until the number of matches with common opponents is equal.

This same process will be used for least games lost with common opponents if necessary. Least games lost scores will be sorted in descending order and matches will be eliminated starting with the closest score above the average and ascending.

Example: If two teams are tied and tiebreakers 1-3 have not broken the tie and there is a difference in the number of matches between common opponents or for tiebreakers 1-3 when three or more teams are tied. The tie will be broken as follows:

Team A played 11 common opponent matches.	Team B played 10 common opponent matches.
Games Won in Matches with common opponents – sorted in ascending order	
25, 24, 23, 20, 18, 16, 15, 12, 11, 10, 7	25, 25, 23, 22, 20, 16, 13, 12, 7, 4
Average of Games won = 16.45	
The match eliminated is: 16	
Total Games Won = 165	Total Games Won = 167

207 **COMPLETED MATCH** is determined by the score in the match at the completion of the five sets plus Extended Play and Supertiebreaker, if necessary.

- A If an act of nature occurs, the match will be completed indoors as quickly as possible.
- B If the match can't be completed indoors, the League will determine when the match will be completed.
- C If the match can't be completed during the regular season and three (3) sets have been completed, the match result will count in the League Standings. If three (3) sets have not been completed, then the match will not count in the League Standings but the games played will count towards bonus money standings.

208 **COACHES** will be hired and compensated by the individual franchises.

209 **REGULAR SEASON AND WTT FINALS COMPENSATION** will be distributed to each player according to the terms outlined in each Player's Player Independent Contractor Agreement.

210 WTT BONUS INCENTIVES

Note: These figures are subject to change at the sole discretion of WTT.

A 2020 Regular Season – No Bonus Incentives

B 2020 WTT FINALS Bonus Structure

Team Finish	Prize Money Pool
Champion	\$500,000
Finalist	\$250,000
Semi-Finalist	\$125,000

C 2020 MVP Awards - No Bonus Incentives

211 WTT REGULAR SEASON PRIZE MONEY RULES

A BONUS ELIGIBILITY

Only players, who appear on a team roster for 10 out of 14 matches of a team's matches, are eligible for bonus money.

B INDIVIDUAL SET FINISH – Not Applicable for 2020

C TIES

If there is a tie in the final standings, the following tie-breaking procedures will apply:

1. The tie will be broken in favor of the team/player with the most direct wins over the tying team(s)/player(s).
2. If a tie still exists, the team/player who has won the most total games in the regular season will be given precedence.
3. If a tie still exists, it will be broken in favor of the team/player that has scored the most games over the other during the regular season.
4. Should a tie still exist, it will be broken by the team/player that has lost least total games in the regular season.
5. If a tie still exists, there will be a coin toss.

212 MVP/ROOKIE OF THE YEAR AWARDS

- A Prize Money for MVPs and Rookies of the Year will be distributed in whole to the players at the end of the Regular Season who have the highest percentage of games won versus games played in all sets.
- B To be eligible for the awards, he/she must appear on a team roster for 10 out of 14 matches.
- C To qualify for awards, a player must play at least 50% of the total team games played in two (2) different sets.
- D Any ties will be broken according to rule 211C.
- E A player may not win MVP and Rookie awards in the same year.

213 ROOKIE OF THE YEAR AWARD QUALIFICATION

To qualify for the Rookie of the Year Award, a player must not have previously played either three (3) matches for one (1) team in a season or four (4) matches total in a season regardless of the number of teams.

214 PLAYER OF THE WEEK AWARDS

The player of the week awards will be awarded based on the votes of the player of the week committee which will be composed of League Staff, members of the media, and industry professionals.

215 WTT FINALS PRIZE MONEY RULES

- A 10% of the Finals prize money pool will be awarded to the Team Owner
- B Teams may have 2 Franchise players (1 of each gender) on their roster for the WTT Finals. Up to 40% of the Finals prize money pool may be used to compensate Franchise Players. Any funds not used for Franchise players will be paid to Roster Players.
- C 50% of the Finals prize money pool and remaining Franchise player funds will be used to compensate Roster/Limited Season players. 2 players of each gender will receive an even share (25%) of these funds prorated based on the percentage of regular season matches the player appeared on the roster. The remainder of the player's share will be retained by the League.

Example: A player who appeared on the roster for 11 matches will receive 78.5% of the share available.

- D Roster/Limited Season Players must be on the roster for a minimum of 10 matches to be eligible for a share of the Finals prize money pool.
- E Roster/Limited Season/Substitute Players who are on the roster for less than 10 matches will be paid the player's negotiated per match fee and are not eligible for a share of the Finals prize money pool.

SECTION 3 PLAYERS



301 **FRANCHISE PLAYER**

- A A player who is compensated on a per match basis determined at the sole discretion of WTT. Regardless of whether a Franchise Player plays a match at home or away, a Franchise Player's compensation is funded solely by the Franchise Team on which the Player is a member, except when another team confirms a visit for this player. A Franchise Player is not required to play every match in a season. The League will honor any restrictions regarding a Franchise Player's participation in specific markets or scheduling conflicts.
- B All Franchise Players agreements will be negotiated by teams directly with the player.
- C Each team may have up to 5 Franchise Players and may protect any Franchise Player from the 2020 season until April 1, 2020.
- D Franchise Players may be signed between December 1, 2020 and July 26, 2020. Franchise Players match schedules may be adjusted until July 26, 2020. To be able to sign a Franchise Player a Letter of Credit must be submitted to the League.
- E Any conflicts regarding a player will be broken by order of finish.

302 **LIMITED SEASON PLAYER** - A player may enter the 2020 WTT Season 2 weeks if the player meets the criteria listed below. Regardless of whether a Limited Season Player plays a match at home or away, the player's compensation is funded solely by the team on which the player is a member.

A player may enter the 2020 WTT Season for 2 weeks if the player:

- 1 - Was ranked in the top 100 ATP or WTA singles in the 2020 year end rankings or,
- 2 - Was ranked in the top 40 ATP or WTA singles during 2017, 2018, or 2020 or,
- 3 - Was ranked in the top 10 ATP or WTA doubles at the time of signing an agreement for the 2020 WTT Season.

303 **MATCH RESTRICTIONS**

A Franchise and Limited Season Players who meet the following criteria may be signed for unlimited matches.

- 1-Grand Slam Champion or,
- 2-Previously ranked in the top 10 in singles or,
- 3-Currently ranked in the top 50 in singles or,
- 4-Hometown Player – Lived or currently lives in the team market or,
- 5-Franchise player in 2020 (grandfathered for 2020 only)

B 2020 EXCEPTION ONLY - Franchise and Limited Season Players who do not meet the criteria above may be signed for all matches in the 2020 Season.

304 **A ROSTER PLAYER** - A player who is paid a fee on the basis of the entire season (14 matches) and whose fee is funded solely by the Franchisee on whose Team that player is a member. A Roster Player is required to play every match in the WTT season except (i) as replaced by a Franchise Player or a Limited Season Player, (ii) as may be stipulated in that Roster Player's agreement with WTT, or (iii) if the Roster Player is playing in a capacity as a substitute for another player.

305 **AMATEUR PLAYERS** - World TeamTennis in conjunction with the USTA and WTT Franchise Owners can assign a full team of American Amateur players (two boys, two girls) to a specific World TeamTennis team.

306 ALTERNATE PLAYERS

- A Alternate Players are selected by the team to sit on the bench at home and away matches. If the team chooses to travel their local Alternate Player, the team must pay all of the Alternate Player's expenses.
- B The alternate man and woman are not obligated in any way to the League or the League to them.
- C Alternate Players may only play according to Rule 507, if a player becomes ill, injured, or ejected during a match and through that absence, the team would not be able to field a doubles team.
- D Each team may have one designated alternate player per gender, per WTT match. Player shall be named prior to the start of the match and submitted to the umpire with the final lineups.

307 PROTECTION ELIGIBILITY

- A The League will provide each team a list of players are eligible to be protected.
- B Franchise Players may be protected after appearing on a roster for one (1) match in the previous season and committed to playing at least one (1) home match.
- C Limited Season, Roster, and Substitute players may be protected after appearing on a roster for three (3) matches in the previous season.
- D Any player who was drafted for the 2020 season that became injured before the 2020 season is eligible to be protected for the 2020 season.
- E If a Substitute Player has played a minimum of three (3) matches for a team in a season, that team has the option to protect the Substitute Player or the original player for

the following year's Season. See Substitute Players rule 309.

308 PLAYER LIMITATIONS

- A All players, other than substitutes, may play in only three (3) sets per match, except as listed below.
- B If a Substitute Player is brought in to replace a Roster Player for a minimum of three (3) matches, he or she may play in three (3) sets including Extended Play and Supertiebreaker if necessary.
- C If a Substitute Player is brought in for a maximum of two (2) matches, he or she may play only two (2) sets including Extended Play and Supertiebreaker if he or she played in the final set leading into Extended Play or Supertiebreaker.

309 SUBSTITUTE PLAYERS

- A Substitute Players are selected by the League to replace ill, injured, or withdrawn players. Substitute Players are treated as if they had been signed by the team relative to these rules.
- B Any player substituting for a Franchise Player may play three sets.
- C Teams are responsible to pay for Substitute Player's travel to and from the match site.
- D Any player is eligible to substitute for a team during the regular season. A Substitute Player may play for more than one (1) team during a season as long as he/she plays only two (2) matches or fewer for each team.
- E If more than one team needs a Substitute Player at the same time, the League will use order of finish as priority to replace the players if a conflict occurs.

- F When Substitute Players are required due to injuries or other unexpected player absences, Substitute Players will be located and placed by the League as soon as practicable after the League receives notice of the injury or unexpected withdrawal.

310 PROMOTIONAL APPEARANCES

- A If an injured player is required to complete promotional activities before, during, or after a match, the player will be compensated 50% of the players per match fee.
- B Players are deemed injured if the player is unable to participate in the match as determined by the League.

311 POSTSEASON SUBSTITUTE PLAYER CRITERIA

In the event that a Substitute Player is required for the WTT Finals, the following procedures will be used.

- A **Ranking Date:** July 13, 2020 (First Monday of the WTT Season)
- B **Determination of Singles/Doubles Ranking:** If player has competed in at least 51% of singles games during the regular season, the player's singles ranking will be used to determine applicable ranking. If player competes in less than 51% of singles games, the player's doubles ranking will be used for ranking purposes. **If a singles ranking is used to qualify, the player must play the singles set in the match. If a doubles ranking is used to qualify, the player must play the men's/women's doubles set in the match.**

Note: If a Substitute Player is required and multiple players have qualified for the vacant roster spot, the ranking of the player who played the most matches will be used. If a tie still exists, singles games played percentage will be used to break the tie.

C Current Players in Top 200 (singles or doubles)

If a Substitute Player is required for a player ranked in the top 200 positions, the Substitute Player shall not be more than 20 ranking spots higher than the player he or she is substituting for.

D Current Players Above 200

If a Substitute Player is required for a player ranked above the top 200 positions, the Substitute's Player ranking shall not be more than 10% higher than the player he or she is substituting for.

Note: Players ranked higher than 650 may be replaced by a player with a ranking of 585 or higher.

E Non-Ranked Players or Inactive Player

If a Substitute Player is required for a player who does not currently have a ranking or is inactive, the average will be calculated based on the year-end ranking of the player's final three (3) seasons on tour. Additionally, the number of inactive years will be multiplied by five (5) and this number will be added to the average to determine the ranking used. The Substitute's player ranking shall not be more than 10% higher than the calculated ranking of the player who is unable to compete. **(Note:** The ranking will be rounded up if equal to or above .5)

F Inactive Player Definition: A player who has not competed in five (5) ATP/WTA/ITF events in the past 12 months.

Example 1:

Female Player – Inactive for 6 years ('13,'14,'15,'16,'17,'18)
Year-End Singles Rankings – 2012-19; 2011-7; 2010-10
Average Ranking: $12 + 30$ (6 inactive years * 5) = 42
10% Variance = 4.2 (Rounded to 4)
Replacement Player may not be higher than **38**.

Example 2:

Male Player – Inactive for 3 years (2014, 2015, 2016)
Year End Singles Rankings – 2013-194; 2012-203; 2011-264
Average Ranking: $220 + 15$ (3 inactive years * 5) = 235
10% Variance = 23.5 (Rounded to 24)
Replacement Player may not be higher than **211**.

312 ASSISTANT COACHES

- A Assistant coaches are not recognized as active members of the team, but can be listed as alternates.
- B In the event of an injury, teams will have the choice of either the coach or the alternate entering the match for the injured player. Once a player is replaced by the coach or alternate, they are not allowed to play for the remainder of match.
- C If a player is unable to continue, the team has the option to replace the player using a listed alternate. The Coach is not required to enter the match prior to an alternate.

313 **ASSIGNMENT OF PLAYERS** WTT shall have the right, any number of times and in its sole discretion, to trade or assign a player from one team to another team for any part of the 2020 season on the same terms and conditions as contained in the player's Player Independent Contractor Agreement, with notice to the Player.

SECTION 4 FREE AGENCY



401 ELIGIBLE TEAMS

- A Only those teams that have signed a Franchise Agreement for the current season are eligible to participate.
- B Those teams that are not current in their assessments may not participate in Free Agency.
- C Those teams that have not posted Letters of Credit or demonstrated financial ability to perform, sufficient to satisfy the CEO/Commissioner may not participate in Free Agency, at the discretion of the CEO/Commissioner.

402 ELIGIBLE PLAYERS

- A Only players who have signed and submitted Player Agreements by the deadline may be signed by a team for the 2020 Season.
- B Players who submit Player Independent Contractor Agreements and then withdraw after being signed will not be included in the list of eligible players for the next two (2) years. Said exclusion does not, however, in any way limit other legal remedies afforded to WORLD TEAMTENNIS, LLC. Exceptions will be made for those players that withdraw due to injury.
- C Players eligible for protection who decline the offer or do not respond by February 15, 2020 will be ineligible for the 2020 Season.

403 ORDER OF FINISH

A **2019 ORDER OF FINISH**

1. Washington Kastles
2. Orlando Storm
3. Orange County Breakers
4. Vegas Rollers
5. San Diego Aviators
6. Philadelphia Freedoms
7. New York Empire
8. Springfield Lasers

B If a team drops out of the League prior to the upcoming season, their position in the order will be taken by the team that finished one place ahead of them in the final season standings.

C New teams coming to the League for the following season will be placed in the middle of the order. When the new team joining the League creates an even number of total teams for the upcoming season, that team will be placed in the middle position closest to the first team.

404 PROTECTION OF PLAYERS

A Teams have the right to protect limited season and roster players until February 15, 2020.

B Teams have the right to protect Franchise players until April 1, 2020.

C Any team who does not post a Letter of Credit by January 1, 2020 forfeits all protection rights to player from the 2020 Season.

D A team may not protect more than four (4) Roster Players.

E A team may not protect a Player who will not play a home match.

405 FREE AGENCY OPERATIONS

- A The League will provide a list of players eligible for protection for the 2020 season by November 15, 2020. Players will be classified as singles player if the player participated in at least 50% of the singles games in the 2020 season for eligible matches.
- B Teams who post a Letter of Credit (LOC) by December 1, 2020 are eligible to participate in Free Agency. Any team who does not post a LOC by December 1, 2020 will be ineligible to participate in Free Agency, the team will be eligible upon posting of the LOC.
- C Free Agency begins at 12 pm Eastern on December 1, 2020. Eligible teams may re-sign players from the 2020 season and sign new players.
- D When a team signs a new player the protection in that category is released and the player is eligible to be signed by all teams.
- E Any offer made to a protection eligible player on or after February 1, 2020 will expire on March 1, 2020 and the player will be ineligible for the 2020 Season.
- F Teams must have a complete roster by March 17, 2020. See rule 406 for the definition of a complete roster.
- G Substitute player that are required must be signed by June 1, 2020.

406 COMPLETE ROSTER

- A A Complete Roster is:
 - 4 full-season players or,
 - 3 full-season players and a two-week player or,
 - 2 full-season players and 2 two-week players (one of each gender)

407 TRADES

- A All trades must be received in writing to the League Office.
- B The League will approve or deny all trades within 72 hours of receipt of a signed trade agreement. The League's decision will be in writing and an explanation will be included if the trade is denied.
- C Teams may trade players for the season up to, and including, the last day of the regular season. If a player is not willing to move, that player must sit out one season unless the Franchise currently holding rights to that player agrees to release that player.
- D If a player is to be traded, the trade can be made for another player. Franchise owners will work the arrangements of a direct trade. The League should be notified immediately of all trades and has final approval of such trades. The League will act as mediator in the event of a dispute between franchise owners.
- E Trades that are negotiated outside the season will only become valid for the following year if the two (2) teams involved have posted their Letter of Credit for the upcoming season.
- F Trades for Franchise or Limited Season players won't be approved if the player will not participate in a home match during that season.

SECTION 5 MATCH OPERATIONS



501 MATCH AND ORDER OF PLAY

The match between two (2) WTT teams will consist of five (5) sets plus Extended Play, if any, and Supertiebreaker, if necessary. The sets shall be men's and women's singles, men's and women's doubles and mixed doubles. One (1) set of each. The order of play/sets shall be determined by the coach of the home team.

- A A WTT Team consists of a minimum of two (2) male, two (2) female players, and a coach.
- B When a Franchise/Limited Season Player(s) is/are on a team and participating in a match, all players on the team's roster are eligible to participate in the match. The Franchise Player(s) is/are required to begin two (2) sets unless prior approval has been given by the League Office.

Example: If a team's match day roster includes a Franchise Player, Roster 1, and Roster 2; then the Franchise Player can play Men's Singles and Mixed Doubles and Roster 1 and Roster 2 can play Men's Doubles.

Note: If two (2) franchise players of the same gender are participating in a match, each is required to play two (2) sets and that team's roster players of that gender will not play except in the event of an injury or substitution.

Note: If there is a Franchise doubles team, the pair will count as one (1) Franchise Player and will satisfy the rule by playing two (2) sets. Once a member of the Franchise doubles team begins a set, their counterpart is ineligible to be a substitute for that set.

502 LINE-UP & WARM-UP

- A The visiting team must notify the home team's office of changes in the visiting team's travel roster at least 48 hours prior to the scheduled start of the match.
- B Both Coaches and the Umpire shall meet on the court 60 minutes prior to the scheduled match start time.
- C The home coach shall set the ORDER OF PLAY, and CHOICE OF SERVER OR SIDE, 3 hours before the match start time.
- D After reviewing the ORDER OF PLAY, CHOICE OF SERVER OR SIDE, the visiting coach will submit their final lineup.
- E The home coach shall then submit their final lineup.
NOTE: These lineups are final, and any changes from the exchange point forward will be considered a substitution.
- F If a match has not started and is rescheduled for another day due to weather conditions or any unforeseen circumstances, the home team and visiting teams may change their lineup and the order of play may be changed by the home team.
- G If the home team has not set order of play by 2 hours and 55 minutes before scheduled match the umpire shall award the right of setting order to the visiting team.
- H Sixty minutes prior to the scheduled starting time of the match, **THE MATCH IS IN THE CONTROL OF THE CHAIR UMPIRE.** He/she will enforce the practice time and the starting time of the match. Teams, by mutual agreement, may waive practice time.
- I All discussion pertaining to the match will be between the Chair Umpire and the team coach or designated team representative.

503 **WARM-UP**

- A Home team shall furnish one dozen new tennis balls to the visiting team for practice and warm-up.
- B Home team has warm-up until one hour before scheduled starting time of the match.
- C Visiting team gets the court for the next 30 minutes.
- D The last 15 minutes prior to the player introductions at the beginning of the evening's events shall be the warm-up period for both teams, and the court shall be divided in half during this 15-minute period so that both teams may warm up at the same time.
- E The home team, upon 48 hours notification to visiting team and the League Office, may use the court for promotion from one hour before the scheduled starting time until the last 15 minutes prior to the match. Pre-match warm-up schedule will then be moved back 45 minutes to accommodate the promotion.
- F The warm-up times must be adjusted to allow the visiting team 30 minutes of court time with all members if the home team has obligations for the visiting players.

504 **PRE MATCH PROTOCOL**

- A The Chair Umpire is responsible for maintaining the official time clock.
- B Player Introductions must be completed by the scheduled match time.
- C The National Anthem will be played immediately following the player introductions. Immediately after the National Anthem, there will be a two (2) minute warm-up for the first set followed by the umpire calling time for the start of the match.

D The first ball must be struck by seven (7) minutes after the scheduled match time.

E PENALTIES

1. If a team (home or visiting) is not ready for play at seven (7) minutes after the scheduled match time, that team will be fined \$500 for the first occurrence and \$1,000 for each additional occurrence.
2. Team that is fined will be given three (3) minutes to begin play.
3. If team is not ready to play at ten minutes and 20 seconds (10:20) minutes after the scheduled match time, then the umpire will assess a Time Violation Warning.
4. For every additional 20 seconds that the team is not ready, a Point Penalty Time Violation will be issued by the umpire.

F Immediately following the National Anthem, the PA Announcement in Rule 512D will be read.

G The Chair Umpire shall conduct a microphone test at least 20 minutes prior to the scheduled match start time.

Note: The Chair Umpire will give an exception for weather delays. All other exceptions must be League approved. If a team is requesting an exception, other than for weather, the Chair Umpire must call the Director of Officiating or another League official, if unavailable, for approval.

505 SET BREAKS & HALFTIME

- A A set break will occur at the conclusion of each set. Each set break will include on court promotions and a warm-up.
- B Warm-up will begin at the completion of on court promotions. If there are no on-court promotions during a set break, the warm-up will begin immediately.
- C The home team will notify the Director of Officiating by June 30th which set break will be halftime. Teams may choose either the set break after the 2nd or 3rd set.
- D Teams may request two (2) extended halftimes in writing to the Director of Officiating by June 30th.
- E On-court promotions will be five (5) minutes in duration during halftime. All other set breaks permit three (3) minutes of on-court promotions.
- F **WARM-UP TIMES:**
 - Before the 1st, 2nd, 3rd, & 5th Sets – 2 Minute Warm-Up
 - Before the 4th Set – 3 Minute Warm-UpAny serves hit after time is called will result in a point penalty
- G Time will be called by the umpire at the conclusion of the warm-up and play must begin within 25 seconds.

506 TIMEOUTS & ON COURT COACHING

- A Each team will receive two (2) 25-second on court coaching timeouts per set.
- B Timeouts do not carry over between sets.
- C Teams will receive one (1) timeout each for Extended Play added to the remaining timeouts from the 5th set.

- D Teams will receive one (1) timeout for the Supertiebreaker.
- E Timeouts must be called within 10 seconds of the end of a point and cannot be taken before a second serve.
- F Play must commence within 25 seconds after time is called by the umpire.
- G Only the coach may call a timeout.
- H During a timeout, a coach or player may go out on the court surface to talk to the player. The player also has the option to go to the bench during a timeout.
- I Teammates and coaches may not go on court to give towels or bottles of water to the player (during non-timeout situations). This duty will be handled by the ball kids. At the beginning of each set, the ball kids will be responsible for having a towel and water/drink at each end of the court for player use.
- J If a teammate or coach enters the court, a timeout must be used. If the team has used the allotted timeout in that set, a Time Violation will be issued by the umpire.

507 ALTERNATE PLAYERS PARTICIPATION

- A An Alternate Player may participate in a WTT match for an ill, injured, or ejected player. The player replaced by the Alternate is ineligible for the remainder of the match. Each Substitute will be paid a minimum of \$500 for each match in which he/she participates.
- B An Alternate Player may only play when necessary due to the lack of a complete doubles team (i.e. a female or male playing singles cannot be substituted for by the alternate –the second regular team member must be the substitute).

- C If an Alternate Player is not available for a match already in progress, then the coach may fill the role of an alternate if the game to be played is a game against the same gender or mixed doubles.
- D If in singles, a WTT player has already been substituted for by another Roster Player and that player becomes ill, injured or ejected, then the Alternate is eligible to play.

508 **SUBSTITUTIONS**

A coach may substitute one player per set per gender at the conclusion of a point. If a player plays and is removed, such player may not return to the match in that same set. Substitution shall be made only by players of the same gender. A substitute or coach reports to the umpire to enter the game. Note: Refer to Rule 507 for limitations regarding alternate players.

509 **ILL, INJURED, EJECTED PLAYERS**

- A If, in singles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set will then be defaulted.
- B If, in doubles, there is no player to substitute (including alternates) for an ill, injured or ejected player, the set **SHALL NOT** be defaulted automatically. The team may use the coach as a substitute, if of the same gender.
- C If the coach is already playing, then the team will continue to play with only one (1) player left on the court and will finish the set with that one (1) player serving and receiving all points.
- D This rule also applies if there are not two (2) players able to begin a set of doubles.

NOTE: The coach may elect to default the doubles set if only one player remains. In such cases, the non-defaulting team will be awarded the number of games necessary to complete the set. (Example: If the set is defaulted by a team who is

leading 2-1, four games would be awarded to finish the set 5-2).

510 DOCTORS AND TRAINERS

- A The home team shall provide a doctor and trainer in attendance at each match. (See Also Rule 712)
- B The home team's trainer must be available to the visiting team during its scheduled practice and warm-up on the day of the match and during the match.

511 UMPIRES AND OFFICIALS

- A The umpire shall be selected and assigned by the League Office and officials shall be screened and selected by the Director of Officiating.
- B The officiating crew for each match will consist of a Chair Umpire and either Seven (7) Line Umpires or the Hawkeye Line Calling system and a back-up Chair Umpire. The Chair Umpire is in charge of the match. His/her decisions are final.
- C Payment of officials shall be made by the League.
- D The Chair Umpire is in complete control of the match from 60 minutes prior to scheduled starting time of the match until the conclusion of the match.
- E The Chair Umpire is empowered to make a decision on any circumstance during the course of the match that is not adequately covered in the rules or other directives.
- F The officials report only to the WTT League Office through the Director of Officiating.

512 CROWD CONTROL

A The purpose of these guidelines is to provide WTT match officials a basic framework for crowd control during matches. WTT's goal is for our fans to enjoy all matches in a fun, fan friendly, team supportive environment. Fans should be encouraged to support their teams in various ways, while at the same time, showing respect to the opposing team's players. These guidelines provide information on crowd control and list behavior/conduct that will be prohibited during WTT matches. The Chair Umpire ("CU") shall be in full control of the match at all times and shall determine when a violation occurs. The CU's decision regarding penalties is final.

B GUIDELINES

The following fan behavior is unacceptable, and any fan engaging in this behavior may be removed from the venue by the CU:

1. Derogatory or disruptive comments including those that defame a match participant's race, religion, gender, and/or sexual orientation.
2. Comments which can be interpreted by the CU as being threatening to a match participant's personal safety.
3. Drunk, lewd, and lascivious behavior.
4. Throwing of objects on to the court or around the stadium.
5. Actions which violate Federal, State, or Local Laws.
6. Individual(s) who are distracting/disruptive to, coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue (to be determined by the CU).

Public Address Announcer/Disc Jockey Guidelines

The public address announcer/disc jockey (“PA”) shall act respectfully and shall provide positive reinforcement to the fans in support of the home team. Announcements and music shall not be played between first and second serves.

Derogatory and/or disruptive remarks are never acceptable by the PA announcer or DJ. **If a CU hears such remarks, he/she has the authority to penalize the home team according to the Partisan Crowd Penalties.**

C PENALTIES

Partisan Crowd Penalties

Once the CU determines that a significant portion of the crowd has violated these guidelines or engaged in other inappropriate conduct during the match, the umpire may assess the following penalties to the home team:

First Violation - Warning

Second Violation - Point Penalty

Third Violation - Game Penalty

Fourth Violation - Default of Set in Progress (Games earned by violating team will count. Non-violating team will win the set by the score of 5 games to the number of games the violating team has earned)

Note: For venues where there is a non-partisan crowd, penalties will be assessed to the team that the fans are supporting.

Fan Penalties

Once the CU determines that a fan(s) has violated these guidelines or engaged in other inappropriate conduct during the match, the CU may follow the procedure below:

First Violation – Public Address Announcement Warning read by CU & Security alerted by Team Officials.

Public Address Announcement Warning

“Ladies and Gentlemen, as a courtesy to the players and fans around you please refrain from unacceptable behavior while cheering for your team.”

Second Violation – Security shall issue a verbal warning to the fan and inform him/her that any additional violations will result in ejection.

Third Violation – Ejection from venue.

D IMPLEMENTATION

Pre-Match Meeting Procedure

Prior to the start of each match, the CU shall hold a meeting with both teams, including all players and coaches. The CU will review the WTT guidelines and answer any questions or concerns. The following points shall be discussed in each meeting:

1. Unacceptable Fan Behavior.
2. Requirement for players to play through noise/crowd movement.
3. Advise players that fans will be permitted to cheer for their team during points, while a player is serving etc.

Chair Umpire Instructions

CU will be educated and trained on how to enforce these guidelines. Examples of behavior that violates these guidelines will be provided to each CU. The CU shall report the violation to the Director of Officiating (or another authorized WTT League Official) via telephone call and email immediately after the WTT match.

Coaches & Player Information

Prior to the season, WTT staff will inform the coaches and players about these guidelines so they may prepare for the WTT environment/experience.

Public Address Announcement - To be read immediately after the National Anthem at each match:

“Ladies and Gentlemen, in accordance with World TeamTennis regulations, fans are encouraged to cheer for their team and have a positive effect on the match. However, the following behavior is unacceptable and may result in ejection:

Derogatory or disruptive comments that may defame a match participant. Throwing of objects on to the court or around the stadium. Actions which violate Federal, State, or Local Laws. Individual(s) who are distracting/disruptive to coaches, players, umpires, or other fans, while acting in a manner that is inconsistent with the environment of the venue. Thank you for your cooperation. Enjoy the Match.”

513 PROCEDURE FOR SPECIAL CIRCUMSTANCES

The Chair Umpire should follow the steps below in order to make the best possible decision.

Rain/Lightning

Note: A decision concerning resumption of play shall be made within 45 minutes after the match is stopped due to rain.

Step 1. Check the local radar via computer or news station and determine what the weather conditions are expected.

Step 2. Check the visiting team’s travel arrangements and determine if it is necessary to move indoors.

Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and determine how long it will take to move indoors.

Step 4. Upon receiving all the required information decide whether or not to move indoors.

Loss of Power

Note: A decision concerning resumption of play shall be made within 45 minutes after the match is stopped.

Step 1. Check with the home team about the potential problem and if an electrician is available or on his way.

Step 2. Check the visiting team's travel arrangements and use this information to determine if it is a necessary to move indoors quickly.

Step 3. If conditions are unlikely to improve within the next 30 minutes speak to the general manager of the Home Team and find out what the transition time of moving indoors will be.

Step 4. After having all the information above make the decision if you will wait for power to be restored or if you will move indoors.

Late Start due to Teams

When a team is late for whatever reason, the responsibility of the Chair Umpire is make sure that the Team(s) has sufficient time to warm up, but also start the match as soon as possible. In these cases, halftime may be eliminated to shorten the match. It is never an option to stop a set before its completion. After decisions have been made, the Director of Officiating should be informed of the situation, at the earliest convenient time.

Player Injuries

A) Minor Injury - A minor injury is defined as an injury that can be treated with a medical timeout and then play will resume. (i). Reasonable Evaluation Time shall be given. (ii). Three (3) Minutes of Medical Treatment, See Rule 633.

B) Major Injury - A major injury is defined as an injury where a player must retire from a set immediately. In a situation where additional medical personnel are required the Chair Umpire shall instruct the medical personnel to handle the situation. (i). There is no time limit on the length of the break. (ii). If the delay last 15 minutes or longer a three (3) minute warm-up is allowed.

Emergency Situations

In all emergency situations, the Chair Umpire is to let all professional emergency personnel handle the situation. Umpires, where possible, should gather at the Umpires area and wait for instructions from the emergency personnel for the signal that it is safe to return. If the situation lasts longer than 15 minutes, a three (3) minute warm-up is allowed.

Other

In any other situation that may occur that is not covered above, the Chair Umpire shall use his/her best judgment to make a decision.

SECTION 6

PLAYING RULES



601 THE COURT

- A The court shall be a rectangle, 78 feet (23.77 m) long and, for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide. The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net posts at a height of 3 ½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the center, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.
- The maximum diameter of the cord or metal cable shall be 1/3 inch.
 - The maximum width of the strap shall be 2 inches.
 - The band shall be between 2 inches and 2 ½ inches deep on each side.
- B The net posts shall be 3 feet (0.914 m) outside the doubles court on each side. The net posts shall not be more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter.
- C The lines at the ends of the court are called baselines, and the lines at the sides of the court are called sidelines. Two lines shall be drawn between the singles sidelines, 21 feet (6.40 m) from each side of the net, parallel with the net. These lines are called the service lines. On each side of the net, the area between the service line and the net shall be divided into two equal parts, the service courts, by the center service line. The center service line shall be drawn parallel with the singles sidelines and half way between them.
- D Each baseline shall be divided in half by a center mark, 4 inches (10 cm) in length, which shall be drawn inside the court and parallel with the singles sidelines. The center

service line and center mark shall be 2 inches (5 cm) wide. The other lines of the court shall be between 1 inch (2.5 cm) and 2 inches (5 cm) wide, except that the baselines may be up to 4 inches (10 cm) wide.

- E All court measurements shall be made to the outside of the lines, and all lines of the court shall be of the same color clearly contrasting with the color of the surface.
- F Singles Sticks are not allowed.

602 **PERMANENT FIXTURES**

The permanent fixtures of the court include the backstops and side stops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the Chair Umpire, Line umpires, and ball persons when in their recognized positions.

603 **THE BALL**

All balls must be approved by the International Tennis Federation. If a ball gets broken during play, the point shall be replayed. (SEE BALL CHANGES Rule 637)

604 **THE RACKET**

Rackets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

- A The hitting surface, defined as the main area of the stringing pattern bordered by the points of entry of the strings into the frame or points of contact of the strings with the frame, whichever is the smaller, shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross. The stringing pattern must be generally uniform and, in particular, not less dense in the center than in any other area.
- B The racket shall be designed and strung such that the playing characteristics are identical on both faces. The racket shall be free of attached objects, protrusions, and devices other than those utilized solely and specifically to

limit or prevent wear and tear or vibration or, for the frame only, to distribute weight. These objects, protrusions, and devices must be reasonable in size and placement for such purposes.

- C The frame of the racket shall not exceed 29.0 inches (73.7 cm) in overall length, including the handle. The frame of the racket shall not exceed 12.5 inches (31.7 cm) in overall width. The hitting surface shall not exceed 15.5 inches (39.4 cm) in overall length, and 11.5 inches (29.2 cm) in overall width.
- D The frame, including the handle and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change materially the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to change deliberately any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.
- E The racket must be free of any device that may provide communication, advice, or instruction of any kind, audible or visible, to a player during a match.

605 **SCORE IN A GAME**

A **Standard game**

A standard game is scored as follows with the server's score being called first:

- No point – “Love”
- First point - “15”
- Second point - “30”
- Third point - “40”
- Fourth point - “Game”

Except that if each player/team has won three points, the score is “Game Point – Receiver’s Choice”. The player/team who wins the next point, wins the “Game”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

B Tiebreaker game

During a tiebreaker game, points are scored “Zero”, “1”, “2”, “3”, etc. The first player/team to win five points wins the “Game” and “Set”. If the tiebreaker game reaches 4 points all (“Game Point – Receiver’s Choice”) the winner of the ninth point will win the “Game” and “Set”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the tiebreaker game shall continue from the set. Each player will serve two (2) points with the exception of the final server of the set who will serve three (3) points (points 7, 8, & 9).

C Supertiebreaker

During a Supertiebreaker game, points are scored “Zero”, “1”, “2”, “3”, etc. The first player/team to win seven (7) points wins the “Game” and “Set”. If the tiebreaker game reaches six (6) points all (“Game Point – Receiver’s Choice”) the winner of the 13th point will win the “Game”, “Set”, and “Match”.

In Mixed Doubles, at Game Point, the male server will serve to the male receiver. The female server will serve to the female receiver. The receivers may not change courts for this point.

The Serving order for the Supertiebreaker game shall be decided by coin toss (called by the **visiting team’s coach**). Each player will serve two (2) points with the exception of the final server of the set who will serve

three (3) points (points 11, 12, & 13). Teams are allowed one substitution per gender during the Supertiebreaker.

606 **SCORE IN A SET**

The first team to win five (5) games wins that "Set". If the score reaches four (4) games all, a tiebreaker game shall be played.

607 **SCORE IN A MATCH**

A **GAME** - Each game will count for one point in the overall match score.

B **EXTENDED PLAY** - Extended Play will be played if the trailing team wins the fifth set. Extended Play will be a continuation of the fifth set. The service order will continue from the final set. Extended Play will consist of games that will continue until either the trailing team ties the overall match score at which time a Supertiebreaker will be played or the leading team wins one (1) game.

Note: Extended Play is a continuation of the fifth set in regards to substitutions and ball changes.

C **MATCH** - The winner of a match is the team which accumulates the most games at the end of five (5) sets and, if necessary, Extended Play and a Supertiebreaker.

608 **SERVER & RECEIVER**

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The receiver is the player who is ready to return the ball served by the server.

609 **CHOICE OF ENDS & SERVICE**

The choice of sides, or the right to be server or receiver shall be decided by the home team. This means: Home team has the choice for sets 1, 3, 5 or 2 and 4. The choice for a Supertiebreaker is decided by coin toss (the visiting team's coach shall call the coin toss).

610 **CHANGE OF ENDS** A change of end occurs:

- After four (4) games in a set (**Don't change ends at 4-4 in a set**)
- After four (4) points in 9-point tiebreaker
- Before Extended Play
- After four (4) games in Extended Play
- After six (6) points in the Supertiebreaker

Note: Time shall be called after 60 seconds and play is to begin within 25 seconds.

611 **BALL IN PLAY**

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

612 **BALL TOUCHES A LINE**

If a ball touches a line, it is regarded as touching the court bounded by that line.

613 **BALL TOUCHES A PERMANENT FIXTURE**

If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

614 **ORDER OF SERVICE**

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game. In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game, and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

NOTE: In Extended Play, the order of service continues from the 5th set.

615 **ORDER OF RECEIVING IN DOUBLES**

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set. After the receiver has returned the ball, either player in a team can hit the ball.

616 **THE SERVICE**

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the center mark and the sideline. The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

617 **SERVING**

When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game. In a tiebreaker game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

618 **FOOT FAULT**

During the service motion, the server shall not:

- Change position by walking or running, although slight movements of the feet are permitted; or
- Touch the baseline or the court with either foot; or
- Touch the area outside the imaginary extension of the sideline with either foot; or
- Touch the imaginary extension of the center mark with either foot.

If the server breaks this rule it is a “Foot Fault”.

619 **SERVICE FAULT**

The service is a fault if:

- The server breaks rules 616, 617 or 618; or
- The server misses the ball when trying to hit it; or
- The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
- The ball served touches the server or server’s partner, or anything the server or server’s partner is wearing or carrying.

620 **SECOND SERVICE**

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

621 **WHEN TO SERVE & RECEIVE**

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace

of the server and shall be ready to receive within a reasonable time of the server being ready. A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

622 THE LET DURING A SERVICE

The service is a let only if a service or a fault is delivered when the receiver is not ready. (See Rule 623). The ball should be played if the ball served touches the net, strap, or band, then lands in the correct service box. In doubles, either member of the receiving team may return a serve which strikes the net, strap, or band, then lands in the correct service box.

623 THE LET

In all cases where a let has to be called under the rules, or to provide for an interruption to play, the whole point shall be replayed.

624 PLAYER LOSES POINT

The point is lost if:

- The player serves two consecutive faults; or
- The player does not return the ball in play before it bounces twice consecutively; or
- The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
- The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
- The receiver returns the service before it bounces; or
- The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or

- The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or
- The player hits the ball before it has passed the net; or
- The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
- The ball in play touches the racket when the player is not holding it; or
- The player deliberately and materially changes the shape of the racket when the ball is in play; or
- In doubles, both players touch the ball when returning it.

625 **A GOOD RETURN**

It is a good return if:

- The ball touches the net, net posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court; except as provided in Rule 602 and 624 (d); or
- After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court, provided that the player does not break Rule 624; or
- The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court; except as provided in Rules 602 and 624 (d); or

- The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court, or
- The player's racket passes over the net after hitting the ball on the player's own side of the net and the ball hits the ground in the correct court; or
- The player hits the ball in play, which hits another ball lying in the correct court.

626 **HINDRANCE**

If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

627 **CORRECTING ERRORS**

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

- During a standard game or a tiebreaker game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the correct half of the court according to the score. A fault that was served before the error was discovered shall stand.
- During a standard game or a tiebreaker game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.

- If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. A fault that was served by the opponents(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.
- If a player serves out of turn during a tiebreaker game and the error is discovered after an odd number of points have been played, the error is corrected immediately. If the error is discovered after an even number of points have been played, the order of service shall remain as altered. A fault that was served by the opponent(s) before the error was discovered shall not stand. In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.
- During a standard game or a tiebreaker game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.

628 **ROLE OF COURT OFFICIALS**

The Chair Umpire is the person in the umpire chair. He/she may overrule a Line Umpires call, immediately. Any decision based on fact made by the Chair Umpire is final. Any decision of law made by the Chair Umpire may be appealed to the referee. Appeal procedures are outlined in Section 7.

629 **CONTINUOUS PLAY**

As a principle, play should be continuous from the time the match starts (when the first service of the match is put in play) until the match finishes. The maximum time

starts from the moment that one point finishes until the service motion is started for the next point.

- A Between points, a maximum of 25 seconds is allowed. Chair Umpires will use on court clocks to time 25 seconds between points.

Penalties for violating the 25-second rule are as follows for the match:

- First Violation – Warning
- Second Violation and Subsequent Violations – Point Penalty

- B When the players change ends at the end of a game, a maximum of 90 seconds are allowed.
- C If, for reasons outside the player's control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player is not allowed reasonable extra time to rectify the problem. The player may be substituted for or he must be defaulted.
- D No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical timeout of three minutes for the treatment of that medical condition.
- E Should a player, because of physical unfitness or an unavoidable accident (not within his/her control), be unable to continue play, he/she may be substituted for or he/she must be defaulted.
- F If the umpire decides that a player is deliberately stalling to gain time or unfairly disconcert his/her opponent, the umpire should assess a code violation to him/her after giving his/her coach one warning.
- G On court serve clocks will be used at every match. Play must begin within 25 seconds of the previous point. The chair umpire will control the on court clock. The 1st violation is a warning, the 2nd and any additional

violations will result in the loss of a point. Clock violations and penalties will be cumulative throughout the match.

630 COACHING

Coaching is allowed at any time when the ball is not in play. Coaches may not enter the court during a set except during a timeout. Coaches must obey the Continuous Play Rule (See Rule 629).

631 PIPE SUPPORT/CAMERAS UNDER NET

If a player touches the pipe support/camera, it is considered to be part of the net. If a ball touches the pipe support/camera it is considered to be part of the ground.

632 RULES APPLY TO BOTH GENDERS

Except where otherwise stated in this Rules Guide all rules apply to both genders.

633 MEDICAL TIMEOUT

If a player sustains an injury that may require treatment from the Sports Medical Trainer or doctor he/she may use a three (3) minute medical timeout per condition per set. This treatment may be taken immediately or on the next changeover. (See Rule 629)

NOTE: A player may receive treatment for the same injury in different sets.

634 INDOOR BACKUP FACILITY

If a match is moved indoors, the scoreboard and umpires microphone/sound system must be used in addition to other League required on-court necessities, internet for Live Scoring, and any other items stipulated in the Operations Manual, including the Umpire Box or a safe alternative that is at least three feet off the ground.

635 WINNER OF A MATCH

The team which accumulates the most games at the end of the five (5) sets plus Extended Play, if any, and Supertiebreaker, if necessary, shall be declared the winner.

- A In the event the teams are tied in total games after five (5) sets plus Extended Play, if necessary, a seven out of 13 point Supertiebreaker shall be played to determine the winner. The winner shall receive a “win” in the standings and the loser shall receive a “loss” in the standings.
- B Prior to the Supertiebreaker, a three-minute break may be taken. A coin toss by the umpire, with the visiting team making the call, shall determine the choice of side, server, or receiver. The Supertiebreaker must be the same set as the fifth set with the substitution rules in effect.

636 AFTER THE MATCH HAS STARTED

- A A penalty of one point shall be charged by the umpire for any ball hit after the three-minute or designated warmup period.
- B All warmups shall be conducted between team members.
- C All breaks begin at the conclusion of the prior set.
- D If play is suspended for less than 15 minutes play shall resume immediately. If play is suspended for more than 15 minutes, there shall be a five (5) minute warm-up.
- E Once the match is in progress players and/or coaches are not permitted to warm up or practice on any other court at the facility.

637 **BALL CHANGE**

- A Six (6) new balls will be used per set. The balls used in the last set played shall be the ones used in Extended Play and the Supertiebreaker.
- B If a ball is lost during the warm-up or before the beginning of the second game of each set, the ball will be replaced by a new ball; after the start of the second game a “like wear” ball will replace the lost ball.
- C If a ball is hit into the stands during play, the fan that catches the ball may keep it.

638 **PLAYERS BENCH**

- A The only persons allowed on the home and visiting team benches are: players, coaches, team trainer and one team representative-either team owner or general manager. A team owner or general manager must obey the WTT Code of Conduct rules and is not allowed to argue any calls with the Chair Umpire.
- B If a person other than the players, coach, trainer, owner/General Manager is on the bench, the team will be issued a verbal warning by the Chair Umpire. If the individual refuses to leave, the team will be penalized one point for each additional 25 seconds under the Delay of Game rule. If the individual returns, the Chair Umpire will issue a Delay of Game penalty for each 25 seconds that the individual remains on the bench.

639 **SPECTATOR MOVEMENT**

Spectators may move to and from their seats between points. The four game changeover is too long a wait for the fans if they are visiting the concession or restroom areas. Fans will be encouraged to move quickly and to cause as little disruption as possible

SECTION 7 APPEALS, FINES AND CONDUCT



- 701 **FRANCHISE OWNERS APPEALS** should be submitted to WORLD TEAMTENNIS, LLC in writing. Appeals will be decided by the CEO/Commissioner unless he/she assigns the matter to Counsel. The decision of the CEO/Commissioner is final. Franchise owners may appeal to an arbitrator chosen by and from a Professional Association of Arbitrators. The decision of the Arbitrator will be final as to findings of fact, but the arbitrator may not rewrite any term of the Franchise Agreement. The cost of the arbitration, including attorney's fees will be borne by the losing party.
- 702 **PLAYER APPEALS** during a match may only be made through the Coach to the umpire. Any disputes should be discussed by the coach and the umpire only. The decision of the umpire will be final. Player appeals of rulings and effects of these Rules other than in a playing situation may be made in writing to WORLD TEAMTENNIS, LLC. Upon hearing the matter the CEO/Commissioner of WORLD TEAMTENNIS, LLC will render a decision. If the amount in question exceeds \$5,000, the Player may submit the issue to an Arbitrator selected by and from a professional arbitrating association. The cost of the Arbitration, including attorney's fees will be borne by the losing party (see Coaches Challenge Rule 704).
- 703 **APPEALS.** The coach may appeal to the umpire. The umpire can overrule an official's call.
- 704 **CONDUCT CONTROL.** All officials working the match shall report to the Chair Umpire any infractions of the rules. For misconduct on the part of players, coach or other team members or failure to perform, the following procedure will be followed:
- A **CODE OF CONDUCT VIOLATIONS:** All conduct penalties are charged to the team playing the event at the time of infraction and are cumulative during the entire match. If the conduct penalty is awarded between events, the team playing the next event will be charged

with the penalty. World TeamTennis uses a five (5) step system: warning, point, game, default of current set, default of match. The Chair Umpire shall announce each penalty over the microphone.

- B All code violations will be investigated by the Director of Officiating, and the umpire as well as the involved player(s) will be interviewed during the process. Any video or audio files that will exist will also be reviewed. If the Director of Officiating deems the offense finable, the following guide will be used.
- 1st Code Violation of the season – Minimum \$150 & Maximum \$500
 - 2nd Code Violation of the season – Minimum \$500 & Maximum \$1,000
 - 3rd Code Violation of the season – Minimum \$1,000 & Maximum \$2,500
 - 4th & Subsequent Code Violation of the season – Minimum \$2,500 & Maximum \$5,000
- C A player can be ejected by the umpire for unprofessional conduct. The defaulted player must leave the playing area (e.g. court and public areas) for the remainder of the match. Teams may make a substitution for an ejected player for the current set and remaining sets.
- D If a set is defaulted, all games won in the set stand and the opposing team's score is advanced to end the set.
- E In the event of an aggravated situation, the Chair Umpire may issue a 10-minute break. Teams shall leave the court during this break.

705 COACHES' CODE OF CONDUCT

A INTRODUCTION - The Coaches' Code of Conduct is established to protect the Players and Coaches participating in World TeamTennis ("WTT"), and to provide a healthy and safe environment. This code does not contain a fully inclusive list of prohibited conduct. Team Owners and WTT expect the WTT League Coaches to act in a professional manner at all times, using this code as a guide for situations that may have ethical implications.

B COACHES' CODE OF CONDUCT GUIDELINES

1. A Coach shall provide information based on their education, training and experience.
2. A Coach shall strive to expand their professional development. This can be accomplished via education and certifications from tennis professional associations.
3. A Coach's primary concern shall be his/her players' health and safety. This includes any actions under his/her control concerning the player's mental and physical welfare.
4. A Coach is expected to know, understand, abide and play by all WTT rules and regulations set forth in the 2020 WTT Rules Guide and 2020 WTT Operations Manual.
5. A Coach must remain fair and ethical at all times, and must not act in any way that can injure a player.
6. A Coach shall not discriminate while performing his/her duties based on race, ethnicity, national origin, religion, age, or sexual orientation.
7. A Coach must not abuse their power or authority in a way which could affect the welfare or well-being of any player.
8. A Coach shall not engage in physical, verbal or mental abuse of his/her players or any other individual with whom a Coach comes in contact while coaching in WTT.

9. A Coach shall not have any sexual contact with any player on a team coached by such Coach, provided however, if a pre-existing relationship exists between a Coach and a player, such prohibition shall not apply if the relationship has been disclosed by both Coach and player, (attached Intimate Relationship Disclosure and Acknowledgment form (Exhibit 1) has been completed by Coach and player disclosing relationship), and WTT has not determined in its sole discretion that the relationship is creating problems for or interfering with the activities or responsibilities of any team, Coach or player or of WTT.
10. A Coach shall not have any sexual contact with any individual that is under the age of legal majority in the jurisdiction where the act takes place or the age of majority in the residence of the player, whichever is a higher age.
11. All sexual contact with a Coach must be consensual by all parties regardless of the age of the parties involved.
12. A Coach shall not sexually harass individuals with whom he/she comes in contact while coaching in WTT.
13. A Coach must comply with federal, state, and local laws at all times.
14. A Coach shall perform all reasonable actions to help prevent players from violating WTT anti-doping and other rules. See 2020 WTT Rules Guide: DRUG POLICY (#706).
15. A Coach shall act in a professional manner at all times so as not to reflect unfavorably on WTT, its teams, players, officials, sponsors.
16. A coach shall wear team-issued/approved clothing when on the bench or at external team events (clinics, media appearances, etc...). This includes hat, top, pullover and/or jacket.
- A. In 2020, coaches will be allowed one commercial identification/logo on their right sleeve. The logo cannot exceed four (4) square inches (or 26 sq. cm) in size. The logo cannot represent a company / organization that is in conflict with League or Team

sponsors, and must be approved by the Team. National League sponsors for 2020 are GEICO (auto insurance); Wilson (racquet/ball); DecoTurf (paint/court surface) and Forevermark (jewelry).

C REPORTING PROCEDURES

1. Any person who believes that a Coach has violated this code may file a written report with the CEO/Commissioner of WTT. The report shall (i) include the reporter's name, (ii) be signed by the person making the report, and (iii) contain a detailed report of the alleged violation.
2. Once the CEO/Commissioner receives the signed report, he/she shall immediately start an investigation, or shall engage an authorized representative of WTT to start an investigation on his/her behalf.
3. A Coach will be notified in writing of any complaints that have been made against him/her. Once the investigation has commenced, the Coach shall have the opportunity to be heard and to defend his/her actions prior to any decision being made.
4. If a Coach fails to appear for a disciplinary hearing after being notified in writing of same, the CEO/Commissioner will have the authority to enter a penalty/punishment against the Coach as set forth in Section D below, without determining whether a violation occurred.

D PUNISHMENT AND/OR PENALTIES

In the event of any violation or alleged violation of the Coaches' Code of Conduct, the CEO/Commissioner will make a decision based on the available information, including any information that is learned during the investigation. Penalties and/or punishments may include any or all of the following:

1. Denial of opportunity to coach in WTT;
2. Denial of access to WTT venues or events associated with WTT.

3. Suspension from current season.
4. Fine up to \$10,000.
5. Reporting of the Coach's violations to the sport's other administrative bodies, including but not limited to the ATP, WTA, and ITF.

Note: Team Owner and WTT reserve the right to prohibit any Coach from coaching in WTT if he/she has been sanctioned/punished by the ITF, ATP, WTA Tour, National Federation, or any other tennis organization, i.e., if a Coach is suspended for two years he/she may not be eligible to coach a WTT team during that two-year period of time.

706 ATP/WTA/ITF RECIPROCITY

- A **DRUG POLICY.** Any WTT player who is conclusively found to have violated the tennis Anti-Doping Program, jointly administered by the WTA, ATP and the International Tennis Federation (ITF), will be prohibited from participating any WTT matches until he/she has served his/her punishment as ordered by the WTA/ATP or ITF, and has returned to regular competition on the WTA/ATP or ITF Tours. "Conclusively found to have violated the Tennis Anti-Doping Programs" means the player has exhausted all appeals related to the initial findings. A player whose appeals are still ongoing will be permitted to play WTT until such time as he/she has exhausted the appellate process and has been found to have violated the anti-drug programs.
- B **SUSPENSION** – Any WTT player who is suspended by the ATP/WTA/ITF will be prohibited from playing the WTT season.

707 **PROFESSIONALISM** The reputations of each Player, other Players, coaches and personnel related to World TeamTennis, WTT, the WTT teams and WTT's sponsors can be adversely affected by any deficiencies in the professionalism and overall caliber of services provided by Players to WTT. Accordingly, Players will always

conduct themselves in a professional manner and will act promptly to correct any deficiencies pointed out by WTT, their team or their designated representatives.

In furtherance of the above, if a Player engages in any act, behavior or communications (whether oral, written or electronic or in any other medium or by any other method) that brings the Player into public disrepute, contempt, scandal or ridicule, or which shocks or offends the community or any group or class thereof, or which reflects unfavorably upon the reputation of Player, other Players, coaches and personnel related to World TeamTennis, WTT, World TeamTennis LLC, the WTT teams or WTT's sponsors, or if a Player takes any action against WTT or makes or authorizes any statements in derogation of, or disparaging, directly or indirectly, other Players, coaches and personnel related to World TeamTennis, WTT, World TeamTennis LLC, the WTT teams or WTT's sponsors, such act, behavior or communications constitutes a material breach of the Player's Player Independent Contractor Agreement and a violation of this Code of Conduct. In such event, the WTT/CEO or Commissioner, on behalf of WTT, at his/her option and in his/her sole discretion, may take any or all of the following actions: (i) remove the Player from participation, (ii) give notice that WTT elects to terminate Player's Player Independent Contractor Agreement without further liability hereunder other than any participation fees due and owing the Player as of the termination date, (iii) suspend the Player, (iv) fine the Player in an amount not to exceed the aggregate amount of all amounts due under the Player's Player Independent Contractor Agreement, or (v) take such other action as the WTT/CEO or Commissioner deems reasonable under the applicable circumstances.

If a player is defaulted from a match during the 2020 season as a result of unsportsmanlike conduct (such as, by way of example, presenting the player's middle finger to the chair judge), regardless of whether the player's Player Independent Contractor Agreement is terminated or not, such event will constitute a match default and will

result in reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee.

- 708 **FRANCHISE OWNER.** The League may assess those fines deemed necessary to properly enforce these rules, the franchise agreement, or the operations manual. However, if said determination is not accepted and the matter goes to arbitration, WTT does not waive any further rights under the Franchise Agreement for any material breach which might arise under the contract or as a matter of law.
- A In addition to any other right or remedy contained in the franchise agreement, the CEO/Commissioner shall have the authority to summarily fine any team on a non-appealable basis, a sum up to \$50,000 for any payment of compensation to a player by such team directly or indirectly other than compensation from the League as provided for in each player's individual Player Agreement.
- B A Franchise Owner, Legal Counsel, General Manager, Coach or anyone else associated with (working for/employed by) a WTT team does not have the authority, under any circumstances, to negotiate a player's match fee directly with a player and/or player's agent and/or parent. All player fee negotiations or any other negotiations related to player participation are handled by the World TeamTennis League Officials.

709 **FRANCHISE FINES**

- Franchise will be fined the following per occurrence:
- a. Stringer not on site – \$500 fine per occurrence
 - b. Doctor or Trainer not on site - \$1,000 fine per occurrence.

710 PLAYERS CONDUCT FINES

- A The player understands and agrees that the player's withdrawal from the League and refusal to honor his/her obligations hereunder is a violation and breach of their Player Independent Contractor Agreement and will cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, the player agrees to compensate WTT in the amount of US\$10,000.00 as and for liquidated damages and not as a penalty, to cover advertising, replacement player and other costs. This paragraph does not apply if player withdraws due to a legitimate medical injury supported in writing by a treating doctor.
- B **DECORUM FINE** - Any player failing to be in the proper match uniform, whether on the team bench or on the court, will be fined a maximum of \$1,000 per occurrence. Players who may not wear the actual uniform, because of a conflicting clothes endorsement, must wear clothes which look substantially like the uniform with the same colors and general color pattern. The players name must be on the back of player's shirt and WTT patch must be on the front of player's shirt. The League will have final approval of any patches other than the WTT patch.
- C **MISSED PRACTICE** - A Player may be fined up to \$500 an occurrence for missing a team practice, meeting, or team provided transportation.
- D **PRESS CONFERENCES**. Players and coaches shall attend all Press Conferences, other media requests, or press interviews, including but not limited to post match interviews scheduled by team franchise owner or WORLD TEAMTENNIS, LLC. Failure to comply with the terms of this paragraph will result in a fine.
- E **COMPETING EVENTS**. Playing in any other competing tournaments (including qualifying) or exhibitions during the WTT season (July 12-July 30, 2020) & WTT Finals (August 1 & 2, 2020), or in the case of Franchise players,

during their participation period will result in a fine unless otherwise noted in the Player's Player Independent Contractor Agreement or approved on a case by case basis by the CEO/Commissioner. (See also 804 A & B)

- F **PER DIEM.** All meals will be covered for the players on match days (14 days). All teams will pay for their player's food while on the road. All teams will pay \$1000 per roster player. At home matches, food will be provided for all home and visiting players. Food will include a hot meal (pasta with sauce), cold sandwiches, and fruit.
- G **USE OF CELL PHONE/SOCIAL MEDIA** Players and coaches may not use any electronic device on the team bench during a match. Violation of this rule will result in a maximum fine of \$1,000 per occurrence.

711 **COLLECTING FINES**

- A Within 10 days of receipt of notice of the fine; a written appeal or a request for arbitration must be received or submitted to the League. Fines not promptly paid will give rise to interest accruing, and will be set off (fine and interest) from any distribution from League income to concerned team. If there is an appeal or arbitration and the award is in favor of the League, interest (at a rate of 10%) will accrue from the date of the notice.
- B **PLAYER FINES** will be deducted from the appropriate players' participation fees which are paid by WORLD TEAMTENNIS, LLC. If a player wins an appeal of a fine, the League will pay the player interest (10%) on fines withheld.

712 ABUSE OF OFFICIALS

- A Physical Abuse of Officials – Any Player, Coach, Team Representative, or Franchise Owner who deliberately strikes an official and causes injury or who deliberately applies physical force in any manner against an official with intent to injure, or who in any manner attempts to injure an official shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than \$5,000 and no greater than \$50,000. (For the purpose of the rule, “intent to injure” shall mean any physical force which a Player, Coach, Team Representative, or Franchise Owner knew or should have known could reasonably be expected to cause injury.)

- B Any Player, Coach, Team Representative, or Franchise Owner who deliberately applies physical force to an official in any manner (excluding actions as set out above), where physical force is applied without intent to injure, or who spits on an official, shall be automatically suspended indefinitely from all WTT matches and venues pending a ruling by the CEO/Commissioner and subject to an unappealable fine no less than \$1,000 and no greater than \$10,000.

- C Verbal Abuse of Officials - Any Player, Coach, Team Representative, or Franchise Owner who verbally abuses an official shall be subject to an unappealable fine no less than \$500 and no greater than \$25,000 as determined by the CEO/Commissioner.

- D Any Player, Coach, Team Representative, or Franchise Owner who criticizes the Chair Umpire, Line Umpires, or an Umpire’s decision in a public forum or to the media will be subject to an unappealable fine no less than \$500 and no greater than \$5,000 as determined by the CEO/Commissioner.

SECTION 8 TERMS OF PARTICIPATION



801 PERSONAL APPEARANCES

- A All players shall make three personal appearances on behalf of WTT, each in or near the player's team's home city. If requested by the team, one such appearance shall take place in April, May, June, or July 2020. Within seven days after the team's request for such appearance, the player shall inform the team of one date in each of April, May, June, or July 2020 on which the player is available to make such appearance. If the player makes an appearance in April, May, June, or July 2020, the second and third appearances shall take place as the parties may mutually agree during the 2020 Regular Season. If the team does not request that one appearance take place in April, May, June, or July 2020, then the player shall make all three appearances during the 2020 Regular Season. WTT agrees to provide the player with lodging, local transportation and round-trip, coach-class air travel for the player only (no guests) within the continental United States in connection with the appearances.
- B Failure to inform the team of dates the player is available for appearances, or the failure of the player to make appearances, will result in the reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

802 INTERVIEWS; PRESS CONFERENCES; SPONSOR PARTIES; PRO-AMS; CLINICS, ETC.

- A In connection with each match in which a player is scheduled to participate, each player shall be available for and participate in up to three (3) interviews not to exceed one (1) hour total for print, radio, television or WTT website to promote WTT, World TeamTennis matches and the team. Interviews will take place in advance or on the day of each match. Each interview

may take place in person or by telephone, satellite or other mutually agreeable remote mechanism.

- B Each player shall also be available for media pre & post-match if requested for each match in which the player participates. In addition, at WTT's request, players shall attend, at each match in which the player participates, the pre-and post-match sponsor parties for at least fifteen minutes each. Each player shall also make his/her best effort to be available for pro-ams, clinics and other appearances if requested by WTT. Pro-ams and clinics may be held on non-match days during the season.
- C A player's failure to provide these services listed in paragraphs A and B above, will result in the reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.
- D Each player shall attend a post-match autograph session.
- E A players failure to attend autograph sessions will result in the reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.
- F The roster player's team and the League must be notified at least 48 hours prior to the match in writing of the requests. The request must include the time and location of items. The maximum visiting team commitment is limited to 30 minutes.

- G The warm up times must be adjusted to allow the visiting team 30 minutes of court time with all members if requests are made.

803 **SOCIAL MEDIA**

- A Each player shall participate in reasonable, general Social Media requests during the 2020 Regular Season and a minimum of one (1) hour for Social Media features. The Social Media requests must predominantly relate to positive promotion of WTT, WTT matches, and the player's team. Prior to the start of the 2020 WTT season and during the 2020 WTT season, Player will be asked to link to their Team and WTT.com Facebook, Twitter and/or Instagram pages if Player has such page or pages. In addition to the above, Player will also be asked to post WTT-related material on their Facebook, Twitter and/or Instagram pages, including promotion of tickets as requested by WTT. Each player shall refrain from using language or text on the Internet that would directly or indirectly tend to shock or offend the morals of persons of normal sensibilities.
- B A player's failure to provide these social media services will result in the reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, by a pro rata amount (but not less than US\$1,000) for each failure as determined by WTT in its sole discretion, as and for liquidated damage and not as a penalty.

804 **PROHIBITIONS**

- A **OTHER TENNIS EVENTS.** Players shall not play in any exhibitions, tournaments, or other tennis or tennis-related events (unless otherwise noted in the Player's Player Independent Contractor Agreement or approved by the CEO/Commissioner), except a match in the 2020 Wimbledon Championships, during the 2020 Regular Season and, if the team is scheduled to participate in the

2020 WTT Finals. In the event of such occurrence, WTT will have the right to reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, per occurrence, by a pro rata amount determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

- B If a player is still competing in the Wimbledon Championships and misses WTT matches, their guarantee will be pro-rated. Players will still be eligible for bonus prize money included MVP and ROY awards provided they appear on the roster for 80% (11 of 14) of the matches from the time they rejoin the team after Wimbledon.
- C If a Player is absent from any match, leaves a match early or arrives late to a match, for any reason, including illness, injury and/or family emergency, then the Player Participation Fee will be reduced by a prorated amount in accordance with the player's World TeamTennis agreement.
1. If the player travels with the team and takes part in the other requested activities (examples: sponsor visits/clinics, media, autograph sessions), then the player's fee will be reduced by the amount of the sub, and the Player will receive a minimum of 50% of their per match fee.
 2. If a player does not travel with the team or is not present at a match their fee will be reduced by 1/14th.
 3. If the team Coach decides that player is not ready to play and player says they are 100%, the League will make the final determination based on the recommendation of the team doctor.
- D OTHER SERVICES. A player's acceptance of any payment for services by a party other than WTT other than regularly scheduled endorsement or appearance

payments, without the prior written consent of WTT, is a violation and breach of player's Player Independent Contractor Agreement and may cause WTT to suffer damage and loss, the amount and extent of which are impracticable to estimate. Therefore, in the event of such occurrence, WTT will have the right to reduction of the Player Participation Fee and/or reduction of the Additional Participation Fee, as set forth in each player's Player Independent Contractor Agreement, if any, by a pro rata amount (but not less than US\$10,000) determined by WTT in its sole discretion, as and for liquidated damages and not as a penalty.

805 **TEAM DECORUM: UNIFORMS, EQUIPMENT & ON-COURT CONDUCT**

- A Teams are required to wear their official uniforms for all WTT matches. Styles may vary but uniforms must match each night. No alterations or modifications are permitted. Socks should match uniform. Teams are required to wear the WTT patch/logo on the front left chest position and team patch/logo on the front right chest position of the official uniform shirt. The League will have final approval of any patches other than the WTT patch. (See Rule 710). Player's last name will be printed on the back of their match shirts.

The League will provide each team with League Logo and Team Logo patches for sub players and these patches will become the responsibility of the Coach to have with them throughout the season.

Each team must provide an iron onsite for applying patches. Coaches are responsible for having and coordinating the application of patches. Any violation of the patches will be a finable offense and should be passed on to the coach.

- B **HATS.** Players with clothing contracts will be permitted to wear the hat of their clothing manufacturer only if their contract requires them to do so. If a player is not

required, pursuant to a written contract, to wear a specific type of hat during match play and media appearances, he/she will wear a WTT hat for all WTT matches and media appearances. ATP hats, WTA Tour hats or any others, will not be permitted during match play.

- C **ENDORSEMENT DEALS.** If a player has entered into an agreement to wear certain tennis clothing, patches, and/or use the tennis equipment or accessories of certain business entities while playing in WTT, WTT acknowledges and agrees that the player has the right to do so while such agreements are in effect, subject to the provisions of 805 D-F below and provided that the player notifies WTT and the player's team of such agreements and arrangements in writing. **Accordingly, players shall list all existing agreements and endorsements that affect their obligations on Exhibit B, as attached to the Player Independent Contractor Agreement.**
- D **SHIRTS.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) to wear the tennis clothing of a certain business entity, the player shall supply at least six such shirts (that the player will wear) to the player's team by June 1, 2020. **Such shirts must be the same color as the player's team's uniform.** WTT shall have the player's last name and patches bearing WTT's and the player's team's identification (including their names and logos) affixed to these shirts at the team's or WTT's expense, and subject to 805 D below, patches bearing the team's title or presenting sponsor's (but not both) identification (including their name and logo), affixed to the same shirts (each at the team's or WTT's expense).
- E **EXCLUSIVITY.** If a player has entered into an agreement (as set out on Exhibit B of the Player Independent Contractor Agreement, as completed by the player) that contains an exclusivity clause that expressly prohibits the player from wearing patches containing the identifications of the team's title or presenting sponsors

due to a conflict with exclusivity in that same category, then the player shall not be required to wear such patches for as long as such exclusivity exists.

- F **WARM UP TOP** - Player must wear official Team Warm up Top for match introductions unless player contract prohibits.
- G Players will not shake hands at the conclusion of any set. Players must stay on the team bench throughout the match except when warming up. Players are not permitted to socialize with fans or friends while on the team bench.
- H Players shall not consume alcoholic beverages in the court area or on the bench before, during, or after a WTT match. Players shall not be intoxicated while participating in a WTT match.
- I Any conduct not specifically set forth which is dishonorable or unprofessional, or which shows a pattern of flagrant abuse of the facilities, fellow players or officials, or which is injurious to WTT may subject a player and/or a team to a fine and/or default. (See Rule 705 & 710).

INDEX



ITEM	PAGE
1 PLAYER IN DOUBLES	37
ABUSE OF OFFICIALS	73
ALCOHOLIC BEVERAGES	81
ALTERNATE PLAYERS	20
ALTERNATE PLAYERS PARTICIPATION	36
AMATEUR PLAYERS	19
APPEALS.....	63
ASSIGNMENT OF PLAYERS	24
ASSISTANT COACHES	24
ATP/WTA/ITF RECIPROCITY	68
AWARDS	12
BALL HIT AFTER TIME CALLED	60
BALL IN PLAY.....	51
BALL IS LOST.....	61
BALL TOUCHES A LINE	51
BALL TOUCHES A PERMANENT FIXTURE	51
BALLS.....	33, 47, 61
BONUS ELIGIBILITY	13
BONUS INCENTIVES.....	12
CEO/COMMISSIONER.....	8, 63, 70
CHAIR UMPIRE	32, 33, 34, 38, 57, 61
CHANGEOVER.....	51, 58, 59, 61
CHOICE OF ENDS & SERVICE	50
CHOICE OF SERVER OR SIDE	32
CLINICS	75
CLOCK.....	58
COACH	6, 11
COACHES' CODE OF CONDUCT	65
CODE VIOLATIONS	63
COIN TOSS	49, 50, 60
COLLECTING FINES.....	72
COMPENSATION	11
COMPETING EVENTS	71
COMPLETE ROSTER	28
COMPLETED MATCH	11
CONDUCT	81
CONDUCT CONTROL.....	63
CONTINUOUS PLAY.....	57
CORRECTING ERRORS.....	56
COURT	46, 47

CROWD CONTROL.....	39
DECORUM FINE	71
DEFAULT DOUBLES.....	37
DELAY OF GAME PENALTY.....	61
DELAYS.....	42
DELIBERATELY STALLING	58
DOCTOR	38, 59, 71
DOUBLES COURT	46
DOUBLES ORDER OF SERVICE	52
DRUG POLICY	68
EJECTION	64
ELIGIBLE PLAYERS.....	26
ELIGIBLE TEAMS.....	26
EMERGENCY SITUATIONS	44
ENDORSEMENT DEALS	80
EQUIPMENT	79
EXCLUSIVITY.....	80
EXTENDED PLAY	50, 51, 60, 61
EXTENDED PLAY ORDER OF SERVICE.....	52
FOOT FAULT.....	53
FRANCHISE AGREEMENT.....	5
FRANCHISE OWNERS	5, 63, 70
FRANCHISE PLAYER	18
FRANCHISE FINES	70
FREE AGENCY	5
FREE AGENCY OPERATIONS.....	28
GAME	50
GAME POINT.....	48, 49
GOOD RETURN	55
HALFTIME	35
HATS	79
HINDRANCE.....	56
HOME TEAM	50
ILL, INJURED OR EJECTED PLAYER.....	37
INDIVIDUAL EVENT FINISH	13
INDOOR BACKUP FACILITY	59
INTERPRETATION OF THE RULES.....	8
INTERVIEWS.....	75
LATE START DUE TO TEAMS.....	43
LEAGUE STANDINGS.....	9
LET	54

LETTER OF CREDIT	29
LIGHTNING	42
LIMITED SEASON PLAYER.....	18
LINE UMPIRES.....	38, 57
LINE-UP.....	32
LOSS OF POWER	43
MATCH	6, 31, 50
MATCH PROTOCOL	33
MATCH RESTRICTIONS.....	19
MEDICAL TIMEOUT	59
MISSED PRACTICE	71
MVP	12, 15
NATIONAL ANTHEM.....	33
OFFICERS.....	8
OFFICIAL BALL	5
OFFICIAL PLAYING SURFACE	6
OFFICIALS	38, 57
ON COURT CLOCK.....	58
ON COURT COACHING.....	35, 59
ON COURT PROMOTIONS	35
ON-COURT CONDUCT.....	79
ORDER OF FINISH	27
ORDER OF PLAY	31, 32
ORDER OF RECEIVING IN DOUBLES.....	52
ORDER OF SERVICE	52
PER DIEM.....	72
PERMANENT FIXTURES.....	47
PERSONAL APPEARANCES.....	75
PIPE SUPPORT.....	59
PLAYER APPEALS.....	63
PLAYER FINES	72
PLAYER INDEP. CONTRACTOR AGREEMENT	5, 26
PLAYER INJURIES.....	44
PLAYER LIMITATIONS	21
PLAYER LOSES POINT	54
PLAYER OF THE WEEK	15
PLAYERS	5
PLAYERS BENCH.....	61
PLAYERS CONDUCT FINES	71
POSTSEASON SUBSITUTE PLAYER CRITERIA.....	22
PRESS CONFERENCES	71, 75

PRO-AMS	75
PROFESSIONALISM	68
PROHIBITIONS	77
PROMOTIONAL APPEARANCES	22
PROTECTION ELIGIBILITY	20
PROTECTION OF PLAYERS	27
PROTOCOL PENALTIES	34
RACKET	47
RAIN	42
RECEIVER.....	50
REGULAR SEASON PRIZE MONEY RULES	13
ROOKIE OF THE YEAR	15
ROSTER PLAYER	19
RULES	5, 59
SCHEDULE	6
SCORE IN A EVENT	50
SCORE IN A GAME	48
SCORE IN A MATCH.....	50
SEASON	6
SECOND SERVICE	53
SERVER	50
SERVICE CLOCK	58
SERVICE FAULT	53
SERVING GENDER TO GENDER	49
SET BREAK.....	35
SHIRTS.....	80
SINGLES STICKS.....	47
SOCIAL MEDIA.....	77
SPECIAL CIRCUMSTANCES.....	42
SPECTATOR MOVEMENT	61
SPONSOR PARTIES.....	75
STANDINGS TIEBREAKERS	9
SUBSTITUTE.....	31
SUBSTITUTE PLAYERS	21
SUBSTITUTION.....	31, 32, 37, 50
SUPERTIEBREAKER	49, 50, 51, 60, 61
SUPERTIEBREAKER ORDER OF SERVING	50
SUPERTIEBREAKER SCORING	49
SUSPENDED PLAY.....	42
SUSPENSION.....	68
TEAM DECORUM.....	79

THE SERVICE52

TIEBREAKER49, 50, 51

TIEBREAKER SCORING.....49

TIES14

TIMEOUTS35

TRADES29

TRAINER38, 61

UNIFORMS.....79

UNPROFESSIONAL CONDUCT64

WARM-UP32, 33, 35, 38, 60, 61

WARM-UP JACKET81

WEATHER DELAY42

WIMBLEDON CHAMPIONSHIPS13

WINNER OF A MATCH59

WORLD TEAMTENNIS, LLC5

WTT FINALS.....6, 9

WTT FINALS PRIZE MONEY RULES16

WTT TEAM31